

	Personal Details		Areas of Expertise	
	Name Goes by Player		Anthropology & Ethnology O O O Art & craftsmanship O O O	
			Forensics	000
			History & Archaeology	000
	ATTRIBUTES		Language	000
PASSIVE	Reputation	0000	Law & Finance	000
	Persuasion	0000	Libraries & Archives	000
	Credit	0000	Mechanics	000
	Heritage	0000	Medicine	000
			Natural Science	000
	Agility	0000	Occultism	000
	Close Combat	0000	Psychology	000
CTIVE	Ranged Weapons	0000		
	Stealth	0000	Wounds	
AC.	Strength	0000	000	



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OCCUPATION

Select a primary occupation for the character.

For example:

· Antiquarian or antique shop owner · Journalist

· Artist · Lawyer or judge

· Author · Physician or psychologist

· Detective · Police officer

DilettanteEngineerPriestProfessor

ATTRIBUTES

Spend 13 points on Attributes.

ACTIVE ATTRIBUTES

Agility, Close Combat, Ranged Weapons, Stealth, and Strength are Active Attributes.

Usage: Roll 1d6 per Attribute point. 4-6 are successes. Usually, only 1 successful die is required to succeed. In a contested roll, the largest number of successes wins. If tied and the number of successes is larger than 0, both succeed.

PASSIVE ATTRIBUTES

Reputation, Persuasion, Credit, and Heritage are Passive Attributes.

Usage: Compared with a non-player character's tendency to be impressed by said Attribute. The higher the value, the more picky of a non-player character will be impressed. Some may not be impressed at all by certain Attributes.

AREAS OF EXPERTISE

Spend 10 points on Areas of Expertise.

Usage: Simply use the value directly to gauge the depth of information garnered from clues within the subject. A clue is automatically found when the character searches in the right place or asks the right question, but the expertise determines the depth of any prior knowledge and analysis.

- 1 corresponds to a somewhat informed amateur.
- 2 corresponds to a professional.
- 3 corresponds to an extremely well-versed expert.

Clues that require deeper knowledge than the party possesses need to be brought to a third party with the necessary expertise.





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